

PRE-TEAM MATCH SEASON

RESPONSIBILITIES OF TEAM MATCH CAPTAINS/COORDINATORS

1. Schedule Team Match Meeting after Association Meeting.
 - a. Emphasize match play rules.
 - b. Review Responsibilities of Players (see page 6 in online handbook)
 - c. Make travel arrangements.
2. Check website under “Membership” tab to ensure all players have joined WGAP by Team Match deadline.
3. Ensure Captains/coordinators listed on WGAP site are correct for current season.
4. Follow up with players who have less than 10 rounds posted to apply for a courtesy handicap (if applicable).
5. Set current season line-up on WGAP website by deadline.
 - a. Log on to WGAP site.
 - b. Click on Team Match Links – Team Line-up.
 - c. Set line-up by handicap, using 1.5 handicap differential, if needed.
 - d. Click “Save Changes” when complete.
6. Inform Club Professional.
 - a. Check match dates, number of players, availability of caddies, cart requests and readiness of first and tenth tees (if necessary) at 9:00 am.
 - b. Ensure Club Professional and Caddie Master are aware of WGAP Cart and Caddie Procedures (see page 7 in online handbook).
 - c. If using a shotgun start, plan starting holes in advance.
 - d. Give WGAP Inclement Weather Procedures to Club Professional.
 - e. Ensure local Club rules are written and clarified.
 - f. Determine which set of tees will be used for matches. The tees used must be consistent within a Cup for all home matches, however, different tees may be used in other Cups (e.g., if the first team plays from the blue tees, the second team may play from those tees or another set of tees, provided they do so for all home matches).
 - g. Check the Club’s scorecard. Be sure all yardages are correct for holes being played.
7. Consult Green Chairman and Golf Course Superintendent.
 - a. Give WGAP Inclement Weather Procedures to Golf Course Superintendent.
 - b. Make sure special areas will be marked (ground under repair, water hazards, drop areas, etc.)
 - c. Do not use temporary greens. It is recommended those hole(s) be closed and playable hole(s) repeated.

TEAM MATCH SEASON

BEFORE THE DAY OF THE MATCH

RESPONSIBILITIES OF HOME TEAM MATCH CAPTAINS

1. Contact the Opposing Captain.
 - a. Discuss any pertinent course information (e.g., caddie/cart policies, caddie fees, travel issues).
 - b. Notify of any unexpected course/caddie/cart changes for that day when known.
 - c. Discuss any restrictions on cart usage and/or medical certificates needed.
 - d. Confirm starting times for matches (tee times versus shotgun).
 - e. Arrange starting times or starting holes when two or more teams are scheduled at home on the same day. If the second (third, etc.) team will be teeing off at a time other than 9:00 am, the Visiting Captain should be notified so she can adjust her travel time. It is strongly recommended that shotgun starts be used if more than one team is at home.
2. Arrange for morning refreshments and lunches (Home player pays for visiting player's lunch).

THE DAY OF THE MATCH

RESPONSIBILITIES FOR CAPTAINS

Home Captain

1. Notify Opposing Captain of any unexpected course/caddie/cart changes for that day as soon as known.
2. Prepare results sheet – list names in same order as **permanent** team line-up.
3. Prepare line-up list for Caddie Master.
4. Prepare two sets of scorecards for each match (one for each player). Number scorecards from one to seven in line-up order.
5. Go over special or local rules with Visiting Captain and players.
6. Determine host for any visiting player whose opponent (home player) is unable to stay for lunch.
7. Record results of matches on sheet. Indicate any matches not played or not completed (forfeits, defaults, etc.). Make copy for the Visiting Captain.
8. Post results on WGAP website by 3:00 pm.

Visiting Captain

1. Arrive with line-up list for Caddie Master.
2. Fill in names on prepared scorecards.
3. Check on special or local rules with Home Captain.
4. Notify Home Captain if any players are not staying for lunch.
5. Verify results reported online. If there is an error, call/email the WGAP office immediately.

Both Captains

1. Take a packet of Team Match materials and rules to all matches.
2. Be sure Substitute Captain has all materials and rules and is familiar with all procedures, etc.
3. Check order of line-ups. **It is the responsibility of each Captain to see that her line-up is in proper order.**
4. Collect money from each player for locker room attendant (if on duty) and Caddie Master.
5. Check results sheet and sign after the matches are completed.
6. Results and standings will be on the WGAP website following each match.

PLAYOFF ROUNDS

Teams have the option to defend their position in Challenge and Super Jump rounds. If they do not want to defend, they will automatically move down. It will NOT count as a team default.

Please notify the WGAP office by 5:00 pm Tuesday, the last day of matches.

GENERAL INFORMATION FOR ALL PLAYOFF ROUNDS

1. Winners of the Team Match Cups are decided by the number of Team Match wins. Ties for the winner of the Philadelphia Cup shall be played off. In all other Cups, ties are decided on the basis of individual matches won.
2. When individual matches are also tied, ties will be decided by which team prevailed when they opposed each other in regular season match play. The team that won that match will be ranked higher in the standings. If the match was tied between the two teams, the team with the better winning percentage at home will be ranked higher.
3. All Ties, Challenge Rounds, and Super Jumps shall be played off on dates and neutral courses as selected under the direction of the Team Match Committee.
4. All Playoff information and results will be posted on the WGAP website.
5. Playoff Information
 - a. Ties – Philadelphia Cup only – played the Thursday after the last match. Captains will be notified by phone Tuesday evening (last day of matches) or the following morning.
 - b. Challenge Rounds – played the Friday after the last match. Host Club pro shops will be notified by phone Tuesday evening (last day of matches). Captains will be notified by phone by the following morning (Wednesday).
 - c. Super Jumps – played the Tuesday after the last match. Host Club pro shops will be notified by phone Tuesday evening (last day of matches). Captains will be notified by phone the following morning (Wednesday). Both host Clubs and Captains will have matches confirmed by phone Friday afternoon (after Challenge Rounds).
6. Player eligibility for playoff matches
 - a. The Captain shall use the following criteria to determine a player's eligibility for playoffs. If there are any eligibility questions prior to the playoffs, contact the WGAP office.
 - b. Any player who has played in at least one regular match is eligible to play in a playoff with her regular team or may play "up" as a substitute on a higher team

provided she remains in team line-up order. For example, a player on a second team may play “up” on her first team, but she may not play “down” on her third team.

- c. A player may only play on one team for a Challenge Round, but, if eligible, may play on a different team for a Super Jump Round.
 - d. In the event weather conditions necessitate Challenges or Super Jump Matches being played on more than one day, a player may only play on one team (i.e., if a player is eligible to play on two different teams, she may not play for one team in a Challenge Match on one day and then play on the other team in a postponed Challenge Match the succeeding day).
7. The designated starting time for playoff and Challenge Rounds is 9:00 am. By mutual consent, and if agreeable to the Host Club, the rounds may begin earlier or later and may be a shotgun start.
 8. A team must have a minimum of five players on the tee for any playoff match.
 9. Honor on the first tee is determined by a toss of a coin.
 10. Both teams should plan on staying for lunch following a playoff round and should notify the host Club of their intentions.
 11. Thank you notes to Clubs hosting these playoffs would be appreciated.
 12. If the losing team in the last Cup wishes to again participate in Team Matches, upon receipt of a written request, the team will be placed at the bottom of the waiting list.

CHALLENGE MATCHES

1. Winners of all Cups shall challenge the last team in the Cup above for its position. The first team on the waiting list shall challenge the team in the last position in the last Cup for its position (if applicable).
2. In a Challenge Match, if a team has won four individual matches, it is not necessary for the remainder of the matches to be completed.

SUPER JUMP ROUNDS

1. A team may not Super Jump into either the Philadelphia Cup or Second Cup. Position in these Cups is gained by winning the Challenge Rounds.
2. When a team wins all five matches and scores 30 or more points, and has advanced to the Cup above by winning the Challenge Round, it is eligible for a Super Jump. The team challenges the team in the fifth position in the Cup above. This Super Jump win must be by a team margin of five-two or better.
3. When there is an annual default in a Cup or WGAP cancels a match and one of the remaining teams is Super-Jumping out of that Cup, that team must have won all matches and averaged six wins per match.
4. In a Super Jump Round, if a team has won five individual matches, it is not necessary for the remainder of the matches to be played to have a decision.

RULES OF PLAY

RULES OF GOLF

1. **USGA Rules of Golf.** All Team Matches shall be played under the USGA Rules of Golf. Players may not waive the Rules of Golf by mutual consent. Penalty for both players is disqualification.
2. **Golf Professionals.** Golf professionals may be involved in interpreting USGA Rules of Golf.
3. **Distance-measuring device.** A Player or Caddie may use a USGA approved legal distance-measuring device in Team Matches unless a local rule at the Host Club prohibits the use of such a device. The penalty for using an illegal device or using a device where or when prohibited is disqualification (Rule 14-3). The Team Match Committee will not settle any personal disputes involving distance-measuring devices.
4. **Cell phones.** All players are advised that the use of cell phones for emergency phone calls/texts/messaging on the course is permitted if it is done so within the confines of Rule 14-3 and if the host course allows those devices to be used. All players are expected to keep their phones in silent mode while on the course. If a player consistently disregards her fellow competitors or opponent to their detriment, there could be a penalty for undue delay (Rule 6-7) or disqualification (33-7) based on a player's actions.

GENERAL TEAM MATCH RULES

1. **WGAP.** The Team Match Committee reserves the right to cancel any or all of the Team Match days and to modify any Team Match rules, regulations, and policies if deemed necessary during the Team Match season.
2. **Protests.** A verbal protest must be made on the day of the match and a written protest must be faxed or emailed within 24 hours to the WGAP office. The Captain of the Opposing team or the Opposing player should be notified of the impending protest.
3. **Golf Professionals.** Golf professionals should not be involved in interpreting Team Match Rules.
4. **Advanced Player Cancellation.** If it is known in advance that a listed player cannot play, all players must be moved up according to the permanent list. This includes moving players from the second team to the first, third to second, etc. Any match or matches of a team affected by incorrect positioning shall be forfeited.
5. **Day of Player Cancellation.** If, because of an emergency, a player cannot play and is unable to notify the Captain before players on succeeding teams have left for distant Clubs, the seventh position shall be forfeited rather than defaulted. All players on the affected team must be moved up in order.

GENERAL TEAM MATCH FORMAT

1. **Number of Players.** Each team shall be composed of seven players.
2. **Pairings.** Players play match play in twosomes. The Visiting player has the honor on the first tee.

3. **Starting Times.** The designated starting time for Team Matches is 9:00 am. Because of traveling complications or other emergencies, the teams may, by mutual consent, begin play earlier or later than the designated starting time.
4. **Shotgun start.**
 - a. May be used at the discretion of the host Club.
 - b. Maintain team positions with number two playing behind number one, etc. regardless of holes in use. A match may be played out of order by mutual consent.
 - c. May be used for Playoffs and Challenges, if agreeable to the host Club.
 - d. If sudden death is necessary, resume play at the original starting hole.
5. **Starting Holes.** If a shotgun start is not used, all players must begin on the same hole.
6. **Unexpected Player Delay.**
 - a. All players should be ready to play at the designated starting time. If a player is unexpectedly delayed in route, and has notified the Club, play should begin and, by mutual consent, that match may be played out of position. If the delayed player does not arrive within the mutually agreed upon grace period, that match must be forfeited.
 - b. If the player is late and has not notified the Club, play must NOT begin. Captains should agree on a reasonable grace period after which all players move up and the seventh position is forfeited.
7. **Hole Closure.** When a course has a hole closed, the 17 open holes should be played in order, with the next hole repeated as the 18th hole. If sudden death is necessary, play should continue at the next hole. Do not repeat the hole that was played as the 18th (e.g., if the ninth hole is closed, play one through eight, ten through 18, and repeat the first hole as your 18th. For sudden death, go to the second hole, third hole, etc., if necessary).
8. **Scoring.** Each match shall score one point.
 - a. All players competing in a Team Match must complete seven holes for matches to count.
 - b. If the two teams competing are unable to find a course to play their matches or begin play but do not complete at least seven holes, the matches will be halved and the end result is a tie.

RESPONSIBILITIES OF PLAYERS

1. Golf bag should have name tag.
2. There should be a maximum of 14 Clubs in a player's golf bag and should be counted before and after play.
3. Host player should introduce Visiting player to caddie.
4. Golf balls should be marked and identified on the first tee.
5. USGA rule book should be in each player's golf bag for quick reference.
6. If a player is running late for a match, she must notify the Club.
7. If players cannot agree on a ruling, a later decision should be made by the team Captains or Team Match Committee. (A claim of violation must be made before teeing off next hole or if on 18th green, before leaving putting green).

8. If there is a problem, such as a lost ball, matches following your match should be allowed to play through.
9. Match results should be reported to player's Captain.
10. Team Match scores should be posted as "T" scores.
11. If a home player is unable to stay for lunch, ask teammate to hostess. It is expected that the host player buys lunch for her opponent.

CART/CADDIE PROCEDURES

1. Players may not carry their own bag, use a pull cart, or bring their own caddie. The penalty is forfeiture of the match. The only exception is if a situation arises that will benefit pace of play, a player may carry her bag to her ball then return the bag to the cart or caddie.
2. In all Team Matches, tie playoffs, Challenge Rounds, and super-jumps, caddie assignments will be made by the Caddie Master of the host Club. A player may not bring her own caddie to a Team Match. Relatives may not caddie for family members.
3. Procedures regarding caddies and carts and the corresponding fees will be in accordance with the home Club's existing policy. If applicable, the player may choose whether to take a caddie or a cart.
4. If carts are not allowed (caddies only), a Visiting team should not plan on bringing players who require carts. If they do, the Visiting team must forfeit those matches involving carts. We strongly suggest that a player who must use a cart not play on days when there is a possibility that carts will not be allowed on the course.
5. Players may ride or walk ahead to check out a hole, as long as play is not unduly delayed.
6. The Team Match Committee will not settle any discussion or disputes involving carts and caddies.

INCLEMENT WEATHER POLICY

The Team Match Committee reserves the right to cancel any or all of the Team Match days if necessary and to modify any Team Match rules, regulations, and policies if deemed necessary during the Team Match season.

Course Closed Before Play Starts

If the course is closed or likely to be closed before play begins, the following options may be used in the order listed below.

1. Use available holes at home course (minimum of six different holes).
2. Delay play up to a TOTAL of one hour.
3. Check availability of away course. Use away course with home team acting as hostess responsible for lunch (minimum of six different holes, totaling 18).

Course Closed During Play

1. If a course is closed during play, all play is immediately suspended and all players should be notified promptly.

2. If matches are stopped due to thunder and lightning, a course being closed, greens under water or unsafe cart conditions, a maximum waiting period of 60 minutes for the reopening of the course will be allowed (e.g., one delay of 60 minutes or three delays of 20 minutes each). Captains must agree on the time play was halted and, therefore, when the 60 minute waiting period is up. If play was delayed before the matches started, that time delay should be included in the 60 minute total (e.g., starting time delayed 30 minutes, then there is only 30 minutes left for delays during play).
3. All players competing in a Team Match must complete seven holes for the matches to count. If all players do not complete at least seven holes, the matches will be halved and the end result is a tie. If play cannot resume, and all players have played at least seven holes, the matches shall be scored as they stand.

TEAM DEFAULT RULE

Definitions

Player Forfeit – A player wants to play, but is unable to do so.

Player Default – A team is unable to field a player for a match position.

Team Match Default – A team is unable to meet requirements for number of players in a match.

Annual Team Match Default – A team is unable to meet requirements for number of players in two matches.

Requirements

1. A team must have seven players on the tee in two matches and no fewer than five on the tee in two matches and no fewer than four on the tee in one match.
2. If a team has one Team Match default during the season, that team is still eligible for the remaining matches. The team to whom they default will receive all seven match points.
3. If that same team has a second “Team Match default” that team has an annual default which excludes them from the remaining matches and all previous matches are voided.
4. If the same team has three annual defaults within a five-year period, that team will be dropped to the last position of the last Cup available, otherwise to the waiting list.
5. When there is an annual default in a Cup, that Cup will have five teams remaining. If one of the remaining teams is Super-Jumping out of that Cup, that team must have won all four matches and 24 out of 28 possible individual matches.
6. If an annual default occurs, all teams move up a position in the Cup (as well as all Cups below the affected Cup). Therefore, there can be no Challenge Rounds for the Cups below and only the last place team in each Cup could possibly be challenged in the Super Jump round.
7. In the case of a Team Match default, notification needs to be made to the Captain of the Opposing team or the team chairman, and to the WGAP office. The team “defaulted to” must submit a line-up online.
8. In the event a team is short of players and a default(s) is claimed, the Opposing player(s) must be on the tee to claim the default, except if notification of the default is made in advance. The Opposing player(s) may not play on a succeeding team and

her name must be listed on the result sheet to get the win for the defaulted match. If a home team player defaults, the Captain should make every effort to have someone from the Club play with the Visiting opponent.

9. Once a team Captain notifies the other team Captain that her team is defaulting one or more matches, the decision is final.
10. If BOTH teams know in advance that they will BOTH be missing a player(s), and the Captains notify each other to that effect, points will be awarded only for those matches that are actually played. (No points for defaulted matches in this situation.)
11. A team player may not drive a ball from the first tee with the intent of forfeiting and then forfeit to keep the rest of the team players in place.

WAITING LIST

1. A vacancy in the last Cup will be filled by the first team on the waiting list.
2. The waiting list is in order of application. In the case of a Cup being eliminated, the affected teams would be kept in order of their finish to re-enter matches.
3. Any team on the waiting list, unable to move to a vacancy, will be dropped and must reapply in writing, taking its position at the bottom of the waiting list.
4. Teams on the waiting list are required to supply a list of substitutes in addition to a team list. The number of substitutes necessary is dependent on the number of teams from that particular Club:

one team – 4 substitutes
two teams – 6 substitutes
three teams – 8 substitutes

four teams – 10 substitutes
five teams – 12 substitutes